WHAT IS CLAIMED IS:

1   1.   A message output device, comprising:

2   a battle control unit (204) which controls a battle between characters

3 belonging to opposing friend and enemy sides in a virtual space based on a predetermined

4 instruction input;

5   a message storage unit (208) which stores a plurality of messages matching

6 winning and losing statuses of the friend and enemy sides;

7   a winning and losing status detection unit (205) which detects winning and

8 losing statuses of the friend and enemy sides which change in accordance with progress of

9 the battle controlled, at each predetermined timing;

10   a message acquisition unit (209) which acquires a message matching the

11 detected winning and losing statuses; and

12   a message output unit (212) which outputs the acquired message.

1   2.   A message output device, comprising:

2   a battle control unit (204) which controls a battle between characters

3 belonging to opposing friend and enemy sides in a virtual space based on a predetermined

4 instruction input;

5   a message storage unit (208) which stores a plurality of main messages

6 matching progress statuses of the battle, and a plurality of sub messages matching winning

7 and losing statuses of the friend and enemy sides;

8   a main message acquisition unit (209) which acquires a main massage

9 specified in accordance with progress of the battle controlled;

10   a sub message acquisition unit (209) which detects winning and losing statuses

11 of the friend and enemy sides which change in accordance with the progress of the battle

12 controlled at each predetermined timing, and acquires an arbitrary sub message matching the

13 detected winning and losing statuses; and

14   a message output unit (212) which outputs the acquired main message and sub

15 message based on a predetermined condition.

1   3.   The message output device according to claim 2,

2   wherein in a case where the main message and the sub message are acquired at

3 a same time, said message output unit (212) outputs the main message preferentially.

1   4.   The message output device according to claim 2,

2   wherein:

3   a priority order is set for each main message and each sub message; and

4   said message output unit (212) outputs the acquired main message and sub

5   message in an order based on the priority orders.

1   5.   The message output device according to claim 4,

2   wherein:

3   a life duration time is set at least for each sub message; and

4   said message output device further comprises a message deletion unit (211)

5   which deletes any sub message whose life duration time has passed among the sub messages

6   acquired.

1   6.   A message control method utilizing a message storage unit (208),

2   where said message storage unit (208) stores a plurality of main messages matching progress

3   statuses of a battle, and a plurality of sub messages matching winning and losing statuses of

4   friend and enemy sides, said method comprising:

5   a battle controlling step (S301) of controlling a battle between characters

6   belonging to opposing friend and enemy sides in a virtual space based on a predetermined

7   instruction input;

8   a main message acquiring step (S303) of acquiring a main message specified

9   in accordance with progress of the battle controlled;

10   a sub message acquiring step (S303) of detecting winning and losing statuses

11   of the battle which change in accordance with the progress of the battle controlled at each

12   predetermined timing, and acquiring an arbitrary sub message matching the detected winning

13   and losing statuses; and

14   a message outputting step (S306) of outputting the acquired main message and

15   sub message based on a predetermined condition.

1   7.   A program for controlling a computer to function as:

2   a battle control unit (204) which controls a battle between characters

3   belonging to opposing friend and enemy sides in a virtual space based on a predetermined

4   instruction input;

5   a message storage unit (208) which stores a plurality of main messages

6   matching progress statuses of the battle, and a plurality of sub messages matching winning

7   and losing statuses of the friend and enemy sides;

8   a main message acquisition unit (209) which acquires a main massage

9   specified in accordance with progress of the battle controlled;

10   a sub message acquisition unit (209) which detects winning and losing statuses

11   of the friend and enemy sides which change in accordance with the progress of the battle

12   controlled at each predetermined timing, and acquires an arbitrary sub message matching the

13   detected winning and losing statuses; and

14   a message output unit (212) which outputs the acquired main message and sub

15   message based on a predetermined condition.

1   8.   A computer-readable information recording medium storing a program

2   for controlling a computer to function as:

3   a battle control unit (204) which controls a battle between characters

4   belonging to opposing friend and enemy sides in a virtual space based on a predetermined

5   instruction input;

6   a message storage unit (208) which stores a plurality of main messages

7   matching progress statuses of the battle, and a plurality of sub messages matching winning

8   and losing statuses of the friend and enemy sides;

9   a main message acquisition unit (209) which acquires a main massage

10   specified in accordance with progress of the battle controlled;

11   a sub message acquisition unit (209) which detects winning and losing statuses

12   of the friend and enemy sides which change in accordance with the progress of the battle

13   controlled at each predetermined timing, and acquires an arbitrary sub message matching the

14   detected winning and losing statuses; and

15   a message output unit (212) which outputs the acquired main message and sub

16   message based on a predetermined condition.